

ABSTRACT

5 A method and system for dynamically linked
emulation with a mix of target debuggers on a host computer
wherein a debugger for each processor on the target system
connects to a target interface for that kind of processor .
That target interface then communicates with an emulator
dynamic loader on the host computer connected to an
emulator. The target interface communicates with the
dynamic loader on the host computer to determine if there
10 is support for the desired kind on the emulator. If not a
target interface is loaded to the emulator and connected to
the already running software on the host. A connection to
this target interface software on the emulator is then
provided to the host computer.